

## PENGON

Pengon is an excellent machine language adaptation of the arcade game "PENGO". It has been written to operate in a 16K Standard Basic Color Computer or Color Computer II and requires one joystick.

### LOADING INSTRUCTIONS:

Load the program into the computer by typing CLOADM (enter), if the program does not autostart, type EXEC (enter). To load a disk, type RUN"PENGON". Once the program is loaded and executed, the screen will turn either blue or red. Press the reset button until this screen is blue, when the screen is the proper color, press any key to display the title screen.

### TROUBLE:

If you encounter an FM Error, you are probably trying to load the program using CLOAD or trying to use RUN once the program is loaded. You must CLOADM and EXEC with machine language programs. If you encounter an I/O Error, try loading another copy of the program, both sides of the tape contain several copies of the program.

### METHOD OF PLAY:

To play, press one to five to choose the speed with one being slowest and five being fastest. Use the right joystick to maneuver your penguin around the playing field. Press the "fire button" to push an ice cube, if there is nothing ahead of it, or crush it, if there is.

There are three "magic" ice cubes that look different from the rest. These "magic" ice cubes cannot be crushed. If all three magic ice cubes are put together in a horizontal or vertical line, you receive 1000

bonus points and the game goes to another screen. Five beasts are out to get you, but you may crush them by pushing an ice cube over them.

### SCORING:

Each beast crushed will give you fifty points. Merely pushing or crushing an ice cube will gain you five points.

At 10,000 points you receive one extra penguin.

### DISCLAIMER:

PENGON is copyrighted by Spectral Associates, 3418 So. 90th Street, Tacoma, WA 98409, and was written by Markus A. Foti. This program was produced for the use of the original purchaser these rights are not transferrable. This game is expressly forbidden to be used in a rental, leasing, or exchanging of any kind without written permission of Spectral Associates.

All Spectral Associates software is sold on an "AS IS" basis without warranty. If a cassette or diskette should be erased or become unusable for any reason, Spectral Associates will replace it if the original is returned postpaid for a minimal fee of \$4.00 for cassette and \$6.00 for diskette. Spectral Associates will exchange cassette versions of our software for diskette versions if the original cassette is returned postpaid for a nominal fee of \$6.00. We will gladly assist the customer with any problems encountered in understanding or using our computer programs.